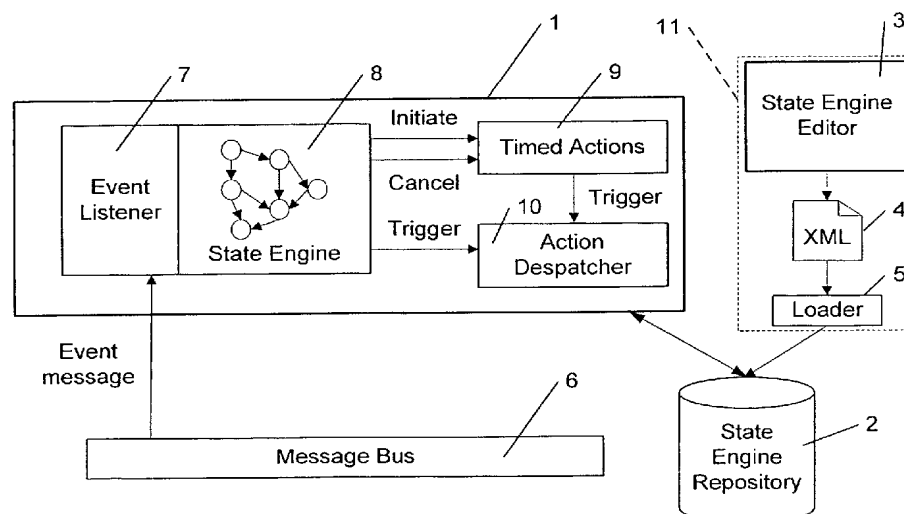




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(54) Title: A DEVICE AND A METHOD FOR PROCESSING EVENTS AND ACTIONS.



(57) Abstract: A device operating as a finite state machine and provided for processing events and actions relating to at least one object to be travelled between an initial and a final state, said device comprising a processing member connected to a memory, said initial and final state being integrated into at least one event-state-action diagram defining said finite state machine, said event-state-action diagram having a matrix structure where each event-state combination forms a matrix position. Actions formed by transitions, processing actions and timed actions are stored at the matrix positions. Said processing member being further provided for retrieving said actions and for supplying said retrieved actions to an action dispatcher in order to execute said actions, said action dispatcher comprising for each action of said third set an execution routine provided for controlling said execution of said action.



SE, SI, SK, TR), OAPI (BF, BJ, CF, CG, CI, CM, GA, GN, GQ, GW, ML, MR, NE, SN, TD, TG).

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